

Get Ready!!!

1. Sit at a table and make sure you have 4 – 6 people there total by the time we start!
2. Get out a laptop or tablet and get online – one per a table.
3. Load a discovery tool of your choice , or use ours – SmartSearch at <https://www.ferris.edu/library>
4. Make sure you enter our drawing to win a copy of **Search&Destroy!!** We'll pick at the end.

Search & Destroy:

Brief words about game design for
information literacy instruction.

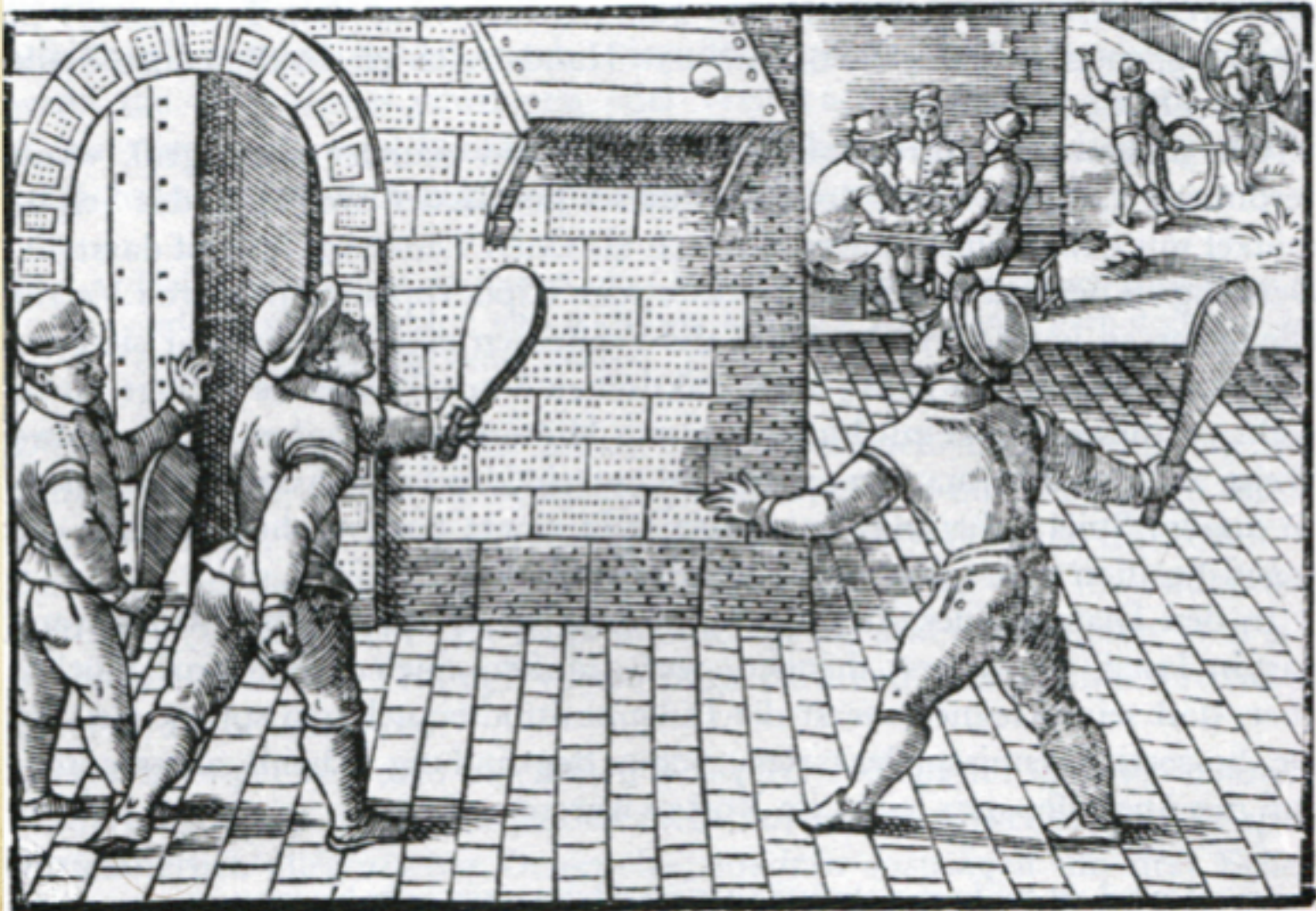
Mari Kermit-Canfield: Creative Learning Librarian

– Ferris State University

Gary Maixner: Emerging Technologies Librarian

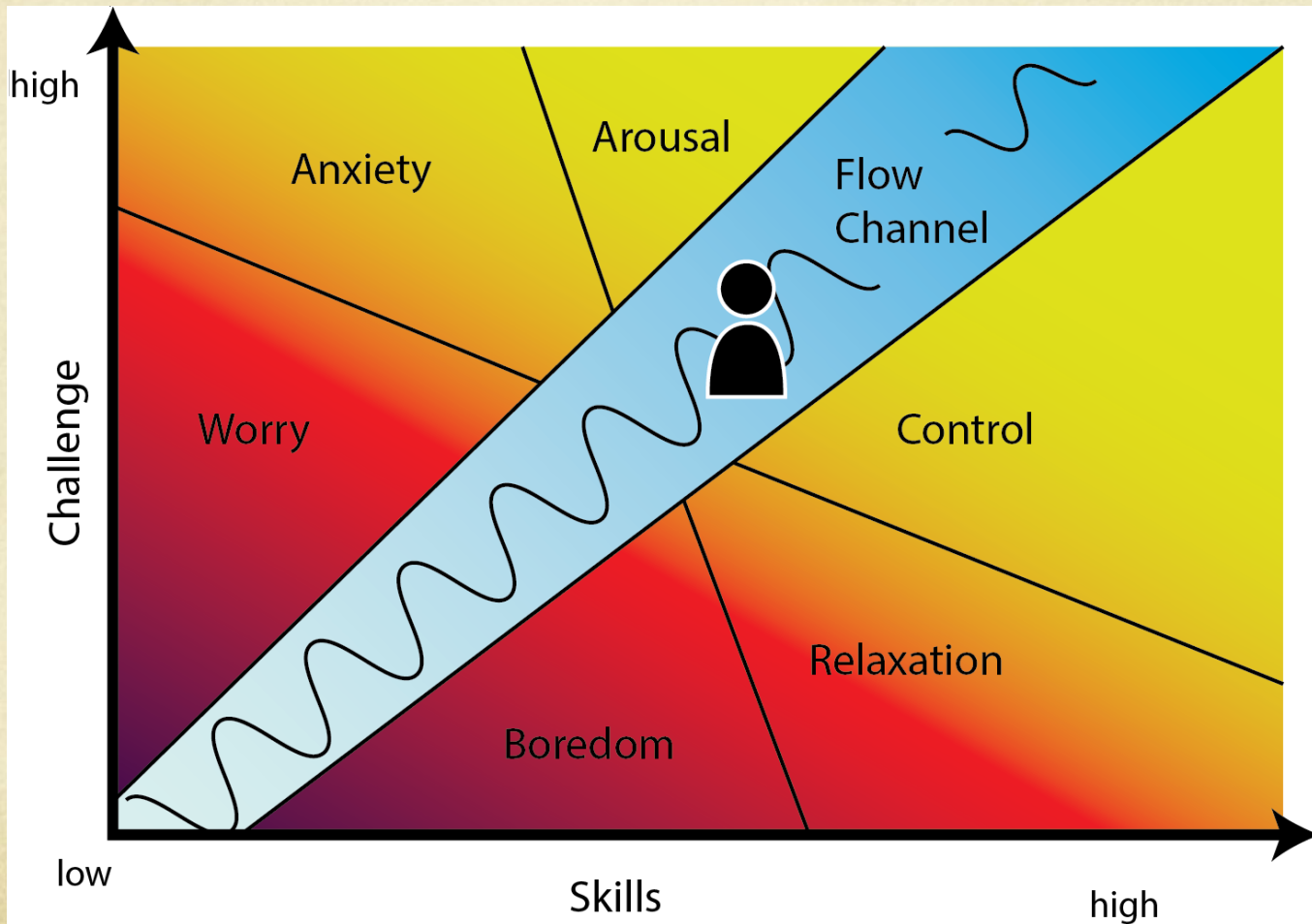
– Ferris State University

Why we teach information literacy with games?



Flow Theory

Mihaly Chikszentmihaly



Just who's in charge here?

- Instructor-led games:

Games that cannot be played without an instructor guiding them. Examples include trivia style games, bingo, or races.

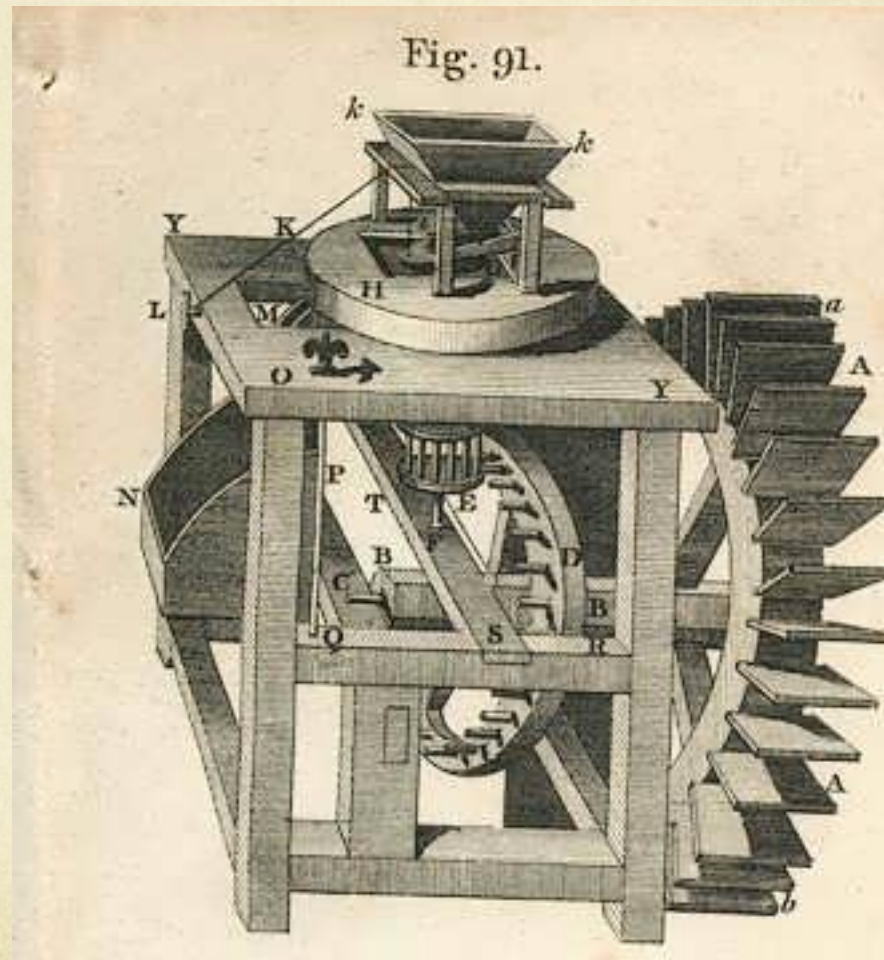
- Student-led (self-directed) games:

Games that can be played without any need for an instructor. It may help to play an example round, or teach the rules to the whole class at once, but these aren't requirements.

Basic Game Design Concepts

- Creating an Experience/Purpose
- Player Agency
- Win Condition/Lose Condition
- Randomized Elements
- Rules/Mechanics

The Development of Search & Destroy



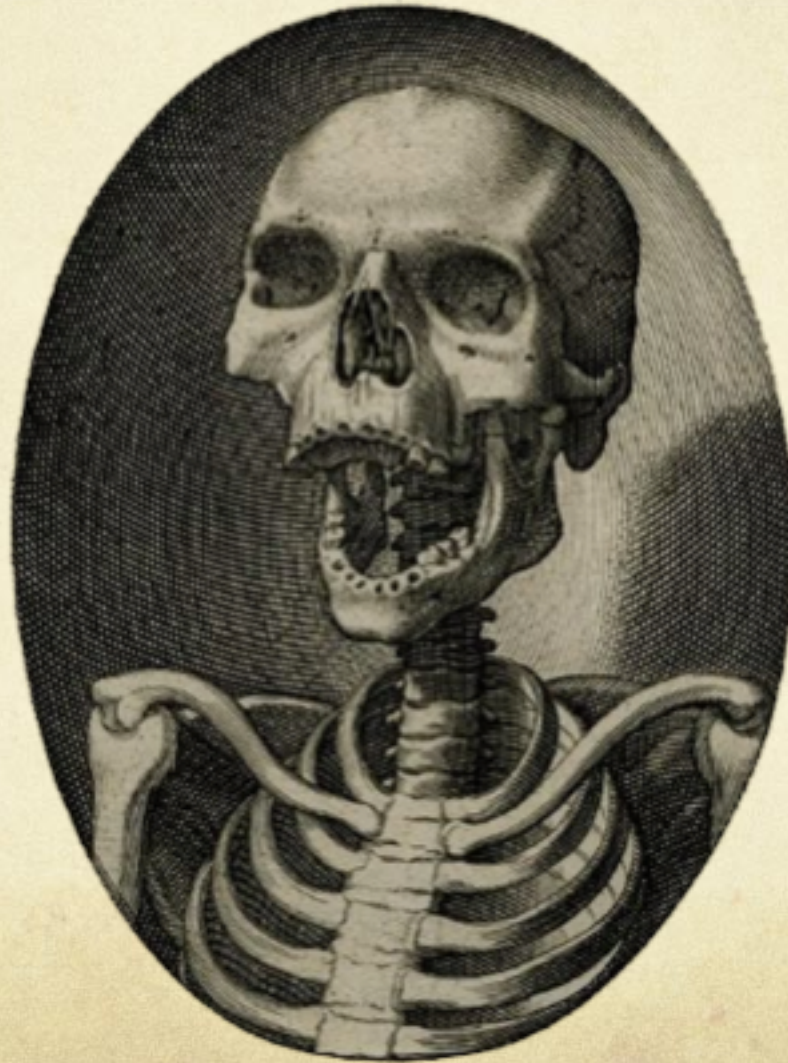
Learning Outcomes

- Database Use
- Faceting
- Boolean Searching
- Search String Development
- Materials Identification and Selection
- Introduction to Peer-Review Concepts

Design Goals for Search & Destroy

- Quick to learn
- Fast player turns, with meaningful choice
- "Dead time," kept to a minimum
- "Screw your neighbor," style interactions
- Searching in the database as much as possible
- Educational elements intimately tied to mechanics

The Look & Feel of Search & Destroy



KW:

Hair



ACT:



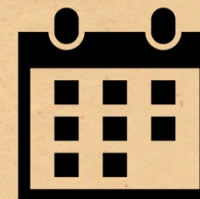
discard and redraw
your entire keyword hand

KW:

Hare



MOD:



material must be
from between
1965-2011

MOD:

“ ”

place quotation marks
around two keywords
of your choice

KW:

Bee



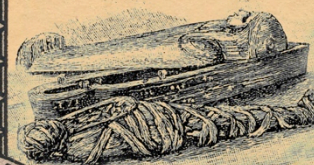
ACT:



give a keyword to
another player

KW:

Mummy



A Game Self-publishing Process



RULES:

ON YOUR TURN:

1. Draw two keyword cards and select one to keep.
2. Play 0-1 Action or Mod cards.
3. Search in the database.
4. Draw cards from the Play Deck until your hand is full with 4 cards.
5. Game moves counter-clockwise to the next player

Other In-Class Play Options

- Tournament
- Best out of 3 or 5
- Timed play (like timed chess)
- Write your own cards
- Team play (2-3 students on a team)
- Misère (play with opposite winning goal)

Post-Play Class Discussion

- Follow-up discussion points to have with a class:
 - Boolean Operators
 - Faceting
 - Longer and more complex search strings vs. Shorter.
 - Materials selection
- Student self-evaluations of what they learned from play.

Pitfalls and Slapfalls of Game Design

- One concept per a game.
- Difficulty of gameplay overshadows the instructional intent of the game.
- Publication costs make a game prohibitively expensive for wide-scale publication or purchase.
- Game development takes an overly long period of time.
- Difficulty of promoting one's publication in this unusual format.
- Playtesting is made to hurt your feelings.

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Ordering Info

<http://bit.ly/2pCmwoe>

OR

<https://www.thegamecrafter.com/games/search-destroy>